

# FACE KART

## PHOTO FINISH



EmuMovies



NINTENDO 3DS.



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NINTENDO DS™

# MONSTER TALE™



INSTRUCTION BOOKLET

MAJESCO ENTERTAINMENT

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **Important Legal Information**

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THIS GAME CARD WILL WORK  
ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.

### CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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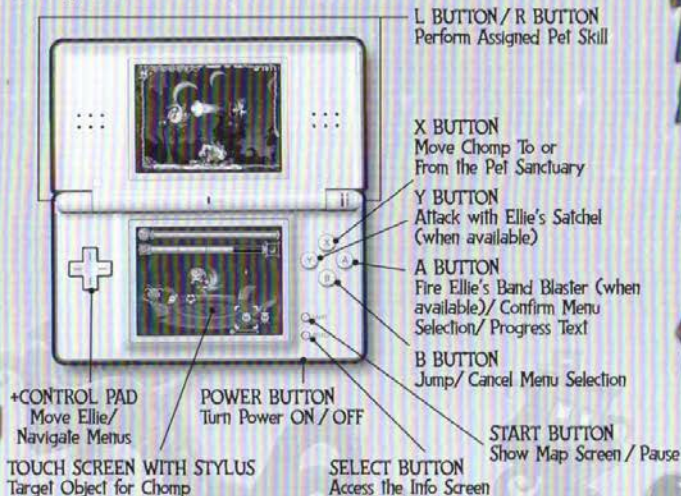
## GETTING SARTED

1. Make sure your Nintendo DS™ is turned off.
2. Insert the **MONSTER TALE** Game Card.
3. Once the health and safety warning appears, touch the **TOUCH SCREEN** to access the system menu.
4. Tap the **MONSTER TALE** icon on the **TOUCH SCREEN**.
5. On the Title Screen touch **START**.



## CONTROLS

Chomp automatically interacts with enemies and special objects while he's on the Top Screen with Ellie. This comes in handy with puzzles too!





## MAIN MENU

**START** - Begin a new **MONSTER TALE** or continue a **MONSTER TALE** already in progress.

**CREDITS** - View list of game credits.

## HEADS UP DISPLAY



## COMBO COUNTER SYSTEM

The Combo Counter increases as Ellie and Chomp successfully attack enemies. When the Combo Count is higher, it has these effects:

- ⊙ When a defeated enemy drops money, it will drop money of a higher value type than at lower Combo Counts.
- ⊙ More Super Meter is recharged for hitting with attacks.

## SAVING

**MONSTER TALE** has save locations scattered throughout every level. To save the game's current progress, find one and stand in the glowing center. Press **UP** on the **+CONTROL PAD** to save.



## MAP

The Map shows Ellie's current location and level rooms, including rooms that she has not entered yet. Her current goal is also marked on the Map.



SAVE POINT  
(BLUE)

GOAL

RETURN TO GAME

SHOP (YELLOW)

LOCATION

INFO SCREEN  
(See page 11)

## PET SANCTUARY

### PET METER

The Pet Meter at the top of the bottom screen shows Chomp's health. Chomp may get hurt while battling enemies with Ellie. Chomp will also lose health over time while on the top screen. Chomp's health will recover while in the Pet Sanctuary on the bottom screen.

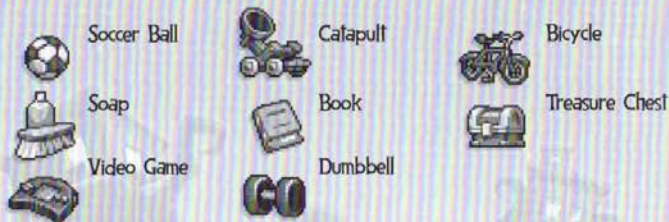
### SUPER METER

The Super Meter is used to fire Ellie's Band Blaster and to perform powerful special attacks. The Super Meter recharges while Ellie and Chomp are dealing melee damage. Larger attacking combos will recharge the Super Meter faster.



## PET ITEMS

Pet Items are sometimes dropped by enemies you defeat. Send these items down to Chomp by touching them. Chomp can experiment with Pet Items in the Pet Sanctuary. However, it takes time for Chomp to finish using a Pet Item. There are many different types of Pet Items including food, toys and equipment, and they can have different effects when completed by Chomp. The Pet Items Chomp uses will decide how Chomp grows and improves. He will even take on completely different Forms (see page 16). Chomp will also find surprising uses for some Pet Items, so keep a close eye on Pet Items as Chomp finishes them!



## RAISING CHOMP

Chomp's Level increases when he has gained enough experience (EXP) points. EXP is gained when Chomp completes Pet Items and battles enemies. New Levels result in improvements in Chomp's stats, traits and new skills (see page 15). Chomp's skills can be used to help Ellie overcome challenges on the top screen. Skills require a certain amount of Pet Meter to be performed. Chomp's traits enhance his stats and other attributes when equipped.



## ELEMENT AFFINITIES

Some monsters have a certain Element Affinity of Fire, Water or Earth. Likewise, the different Forms Chomp can grow into also have an Element Affinity. You can see these Element Affinities in the color of certain enemies. Look for these icons in the Chomp Info Screen to see his Form's Element Affinity (see below).

Water puts out Fire, but is weak against Earth. Fire burns Earth, but is weak against Water. Finally, Earth blocks Water, but is weak against Fire. If Chomp's element beats an enemy's element, Chomp's attacks are strengthened and that enemy's attacks are weakened against him. However, if Chomp's element is weak against an enemy's element, Chomp's attacks are weakened and that enemy's attacks are strengthened.



## INFO SCREEN

### TIME

Current amount of time played

### CHOMP LEVEL

Chomp's current level

### CHOMP INFO

Here you can assign skills for Chomp to use as well as the traits he'll have. You can also see his current stats on the top screen. (see page 12)

### EVO SCREEN

Here you can learn about the Forms that Chomp can grow into. Once a Form is unlocked, go here to change Chomp.

### MONEY

Current amount of money you have to spend in Jinx's Shop (see page 19)

### GAME CLEAR

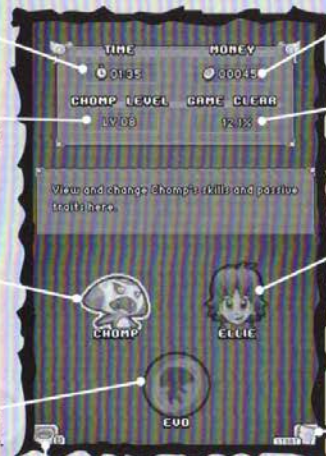
Amount of the game you've successfully cleared

### ELLIE INFO

Here you can see all of Ellie's available abilities. You can also see her stats on the top screen. (see page 13)

### MAP

View the Map



RETURN TO GAME



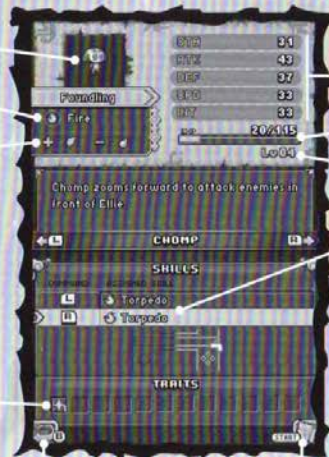
## CHOMP INFO SCREEN

**FORM**  
Current Form of Chomp

**SPECIAL ATTRIBUTES  
OF CURRENT FORM**

**ELEMENT AFFINITY**  
(see page 10)

**TRAITS**  
Here you can equip  
Chomp with traits  
that will modify his  
stats. Traits are split  
up between "STAT"  
and "ELEMENTAL."



RETURN TO GAME

MAP

**STATS**  
(see page 14)

**CURRENT XP**

**CURRENT  
LEVEL**

**SKILLS**  
Here you can access  
skills for Chomp  
to use in battle.  
There are two  
button assignments  
available: one to the  
L BUTTON and one to the R BUTTON.  
Once assigned, you  
can press the  
assigned button for  
the assigned attack.

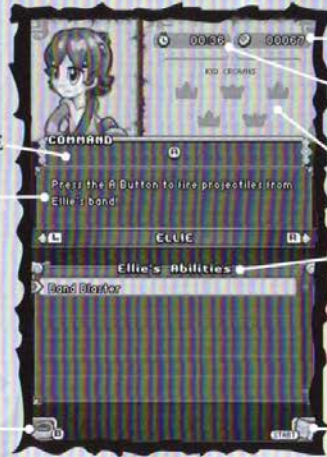
## ELLIE INFO SCREEN

Come here to reference Ellie's available abilities and how to use them.

**SELECTED ABILITIES  
COMMAND SEQUENCE**

**SELECTED ABILITIES  
DESCRIPTION**

RETURN TO GAME



**MONEY**

**TOTAL  
GAME TIME**

**KID CROWNS**

**ELLIE'S  
ABILITIES LIST**

MAP

## STATS

Each of Chomp's Forms has unique statistics (stats). Stats are increased as Chomp levels up. If you highlight a different Form from the one currently selected, there will be green and red numbers with a +/- next to them. This shows how the stats will differ if you switch to that Form. See Forms (page 16) for more info.

**STA (Stamina)** - Affects how well Chomp uses and conserves the Pet Meter.

**ATK (Attack)** - How much damage Chomp's attacks deal against targets.

**DEF (Defense)** - How resistant Chomp is to enemy attacks.

**SPD (Speed)** - How quickly Chomp performs actions.

**INT (Intelligence)** - How easily Chomp learns and grows.

## SKILLS AND ABILITIES

It is important to remember that skills will impact your Pet Health Meter. Chomp will master skills as his Forms level up. After mastering a skill, it can be used outside of the Form it was originally learned in.

### A SAMPLING OF CHOMP'S SKILLS

**TORPEDO** - Chomp zooms forward to attack enemies in front of Ellie.

**BOUNCE HOP** - Use Chomp's tongue to propel Ellie to new heights.

**VERTICAL SPIKE** - Attack enemies high above Ellie that normally can't be reached.

### A SAMPLING OF ELLIE'S ABILITIES

**BAND BLASTER** - Press the A BUTTON to fire projectiles from Ellie's wrist band.

**MELEE STRIKE** - Press the Y BUTTON to attack at close range with Ellie's Satchel.

**ROLL** - Press the B BUTTON while holding Down on the +CONTROL PAD to roll through small gaps.



# EVO SCREEN

Here you can select which Form you want Chomp to use based on the Forms he's grown to unlock. To select a different Form, simply move the cursor over it and press the A BUTTON. You can tell a Form is locked when there is a lock present over the box and the top screen contains no stats. A Form can only be unlocked by using the Form that it is directly branching off of. The level/experience progress bar for the locked Form will fill up to show you how close you are to unlocking that Form. Different Forms may require different things to be unlocked. There are hints for each Form in its description. Each Form also has its own unique skills for Chomp to use.

FORM  
Current Highlighted  
Form of Chomp

ELEMENT AFFINITY  
(see page 10)

SPECIAL  
ATTRIBUTES OF  
CURRENT FORM

FORM  
Highlighted  
Form of Chomp

RETURN TO GAME

AGE TREE  
Branching library  
of Chomp's Forms

STATS

Here you can see  
Chomp's current stats  
and how they will  
change if you choose  
the highlighted Form.  
(see page 14)

UNLOCKED FORM

LOCKED FORM



## A SAMPLING OF CHOMP'S FORMS



**FOUNDLING** - In this speedy little Form, Chomp is able to deal with enemies above and below Ellie's normal reach.



**WRECKER** - A well-rounded Form that allows Chomp to turn into a giant exploding bomb that blasts a large area for big damage.



**SENTINEL** - Powerful and slower-moving, this Form can enter a special mode where Chomp attacks automatically while Ellie attacks, multiplying her effectiveness.



**REPELLER** - Chomp's wings allow him to zoom around at high speeds. He can also create a shield that protects Ellie from incoming enemy attacks.

## JINX'S SHOP

In Jinx's Shop, you can spend your hard-earned money to buy all sorts of items and upgrades for Ellie and Chomp! Jinx can be found in various places throughout the game.





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